I am at the Educational Computing Organization of Ontario - today's session is about using gaming in Education by Paul Hatla. How can gaming help learning ?

* something familiar to them
* they already no the basics
* can serve as a jumping off point for other topics
* learn without realizing it

Using Guitar hero to measure rates/ratios/percents - can tie into curriculum content. Mario Kart Wii - connect to internet and race against the rest of the world - shows you geographically where those people are - diffference between first thing in the morning than later in the day - asian vs. north american clientele. Obscure places - brazil - great jumping point...

What can be learned by gaming:

Outside of Content

* social skills
* game manship
* handeye coordination
* critical thinking/problem solving
* inquiring/testing/analyzing
* comparison / growth of self's skills

Inside of Content

* math, art, science, music - syncopatic rhythm, history, anything you can identify as a link

Edugames vs. real games